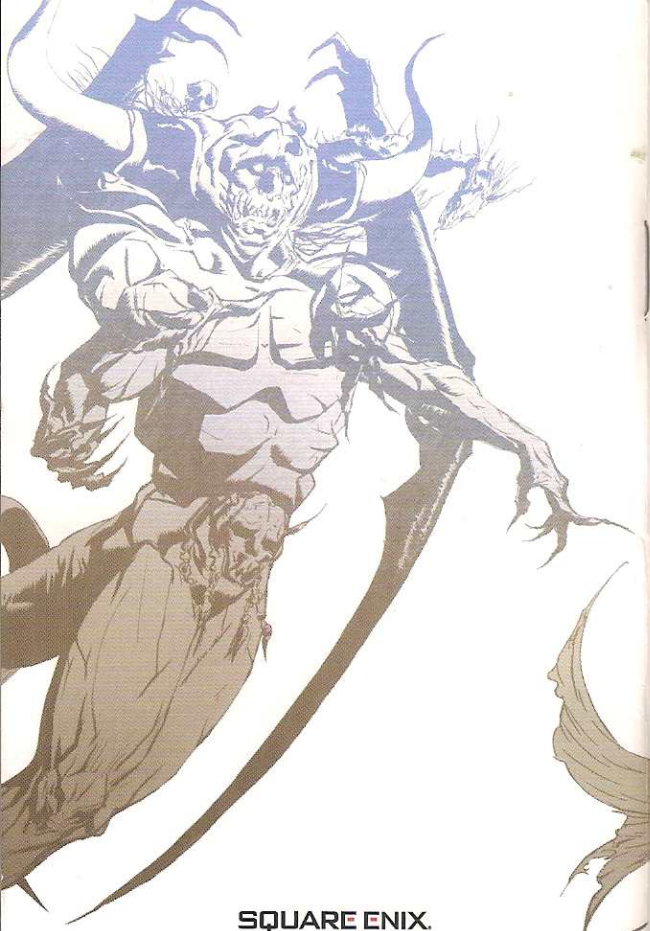

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SQUARE ENIX.

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

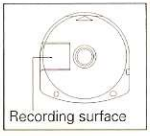
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

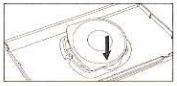
Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) system format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as bezine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from misuse of discs.





Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

About terms in this instruction manual

The term "PSP® (PlayStation®Portable) system" will appear as "PSP® system" and forms of media to save data to as "storage media."

Screenshots in this instruction manual

All screenshots found in this manual are from a work in progress. There may be differences between the pictures and the actual game screens.

Save Data

To save your progress in "DISSIDIA 012 FINAL FANTASY" you will need to have the following amount of free space on your storage media. Game data is saved while playing. For players using a PSP® system, do not remove your memory stick while playing.

• Save Data At least 352KB P.16
Saves your game progress.
Multiple saves can be kept on your storage media.

• Data Install At least 492MB P.17
The load times decrease when saved to your storage media.

• Quest Data At least 128KB P.28
Saves an original tale.
Quests can be created by you or downloaded.

• Friend Card Data At least 128KB P.28
Saves Friend Cards obtained from online battles or Communications Mode.

Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD® includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD®, you must perform an update to start the software title contained on the UMD®.

Performing the update

When you insert the UMD®, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD®.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

Getting Started

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover.
INSERT the *DISSIDIA 012 FINAL FANTASY*® disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD® icon.
A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button on the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.
To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

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DISSIDIA [duodecim] 012 FINAL FANTASY

The divine conflict between harmony and discord rages on, the fate of the world its promised prize.

Fighting to secure it are brave souls summoned for that solitary purpose.

Champions, cut from cloth different from those which form the fabric of our world.

These warriors from afar are helpless but to do as bid, waging battle after endless battle for the gods who called them here, granted neither respite nor reprieve.

Relying on what fragments of their shattered memories remain, they fight to end the conflict, and for a chance to return home, to the worlds they each once knew.

What they cannot know is that they fight in vain. This war is one without end, and it is their fate to serve forever, until, at last, their ebbing strength gives way...

Lightning

[FINAL FANTASY XIII]

[Paradigm Commando]

Uses one of three roles to adapt to the pace of battle.

The former soldier does have a gentle heart, though her harsh mannerisms and speech can leave a cool impression.

Vaan

[FINAL FANTASY XII]

[Adroit Attacker]

Keeps opponents on their toes by switching weapons quickly.

A cheerful youth who skillfully uses a variety of weapons in battle. Confident in his skills, he fearlessly enters any fierce battle.

Laguna Loire

[FINAL FANTASY VIII]

[Tactical Gunner]

Strategically attacks from long range, utilizing his various firearms.

A lively man who uses various guns and weapons in battle. He's quietly become the mediator with his happy-go-lucky attitude.

Yuna

[FINAL FANTASY X]

[Grand Summoner]

Summons Aeons for varied attack patterns.

A young summoner whose prayers call forth Aeons and who is tasked with battling alongside them. Accepting her fate with youthful optimism, she admirably continues her fight.

Kain Highwind

[FINAL FANTASY IV]

[Tactical Striker]

Freely moves about in the air to stay above his opponents.

A knight cloaked in dragon-like armor, with spear in hand. Though not one to display emotion, he is compassionate and possesses a strong sense of justice.

Tifa Lockhart

[FINAL FANTASY VII]

[Feint Brawler]

Batters foes with a flurry of quick punches after disorienting them with feints.

An optimistic woman proficient in hand-to-hand combat. Contrary to her rough-and-tumble appearance, she often encourages her friends.

Controls

PSP® (PlayStation®Portable) system

[This layout refers to the PSP-3000 model]

Battle controls are in blue text.
Menu controls are in green text.
Battle controls are explained using the Action-style.
Refer to P.39 for RPG Mode control details.

R button
Block

R button + ✕ button
Dodge

R button + □ button
Activate EX Mode
(when EX Gauge is full)

R button + △ button
Free Air Dash

R button + ○ button
Summon (when available)

L button
Lock/Unlock target

L button + ○ button
Bravery assist attack (when available)

L button + □ button
HP assist attack (when available)

□ button
HP attack

△ button
Quickmove
Customize

○ button
Bravery attack
Cancel

✕ button
Jump
Chase
(when shown on-screen)
Confirm

Analog stick
Move character

Directional buttons
Control camera
Select menu items

START button
Pause menu
Help menu
Skip event

SELECT button
Reset camera position

How to View the Battle Screen

The following items will appear on the battle screen. Items shown will vary based on character, situation, and your settings.

Battle Information	Displays various information.
Lock-on Cursor	Cursor that locks onto opponent.
Target Indicator	Arrow indicating opponent's location.
Quickmove Indicator	Arrow indicating where a Quickmove is possible. (⇒ p.14)
EX Gauge	Obtain EX Cores or EX Force to fill the gauge. Can enter EX Mode when gauge is filled. (⇒ p.15)
Bravery	Current bravery (attack power).
Stage Bravery	Bravery set to the stage. Obtained when inflicting Bravery Break.
HP	Current HP (health). Battles end when this reaches 0.
Assist Gauge	Increases by using bravery attacks, and depletes slowly over time. You can use an assist attack when the gauge is filled. (⇒ p.15)

Battle Basics

Battles occur between two characters. When one's HP reaches 0, the battle concludes. Use bravery attacks to increase your bravery (attack power) and then use HP attacks to deplete your opponent's HP.

1. Increasing Bravery

Your bravery is low at the start of a battle, and using an HP attack will not inflict much damage to your foe. Therefore, use the ◎ button to deal bravery attacks. Bravery attacks do not deplete a foe's HP, but decrease their bravery and increase yours.

2. Inflicting Bravery Break

Connecting with bravery attacks and completely draining an opponent's bravery will inflict them with the Bravery Break status. You will gain stage bravery when you inflict Bravery Break and greatly increase your bravery.

3. Inflicting HP Damage

Use the □ button to deliver HP attacks; damage dealt is equivalent to your bravery. When an HP attack hits, you will gain EXP (experience) and your bravery will be at 0 for a short time before recovering to its original state.

Battle

Move Actions

Press the △ button wherever you see Quickmove Indicators to execute Quickmoves such as:

Wall runs: Run on perpendicular wall surfaces
Grinds: Skid at high speed over set routes

When caught in a Banish Trap that robs you of your bravery, you can escape by pressing the ⊗ button.

Guarding & Dodging

Pressing the R button will block some attacks. A successful block can reflect an attack or cause the opponent to stagger. Attacks can be dodged by pressing the R button and ⊗ button at the same time. When dodging, use the analog stick to control how you dodge. Some attacks possess a "Defense Crush" ability that can break through an opponent's block and deal damage.

Combos

Some attacks link into combos with an additional button press. When caught in your opponent's combo attacks, you can activate EX Revenge to free yourself from the barrage.

Chase

Some attacks that knock your opponent into the air allow you to press the ⊗ button to chase your opponent and continue your attack. After chasing down an opponent, pressing either the ○ or □ button will deliver another attack. Pressing the ⊗ button when being chased will evade an opponent's attack. Successful evasion of an attack lets you attack the opponent.

EX Mode

When your EX Gauge is filled, press the R button and the □ button together to enter EX Mode. While in EX Mode, you gain the benefits of special effects such as Regen, which gradually restores HP. Execute an HP attack while in EX Mode and press the □ button within a set time frame to unleash an EX Burst--an incredibly powerful HP attack. When your EX Gauge is filled and you are barraged by an opponent's combo, press the R button and □ button together to activate EX Revenge--slowing your opponent down for a set period of time or until you land an HP attack.

Assist Attacks

Press the L button and the ○ button when one block of the Assist Gauge is full to have your Assist Character use a bravery assist attack. Press the L button and the □ button when two blocks are full to use an HP assist attack. If your Assist Character is hit, your Assist Gauge will be frozen (Assist Lock) for a set period of time. Press the L button and the ○ button while you are receiving damage to call an Assist Character and use Assist Change to get out of a bind. Doing so will consume one block of the Assist Gauge and place you in Assist Lock. Pressing the L button and the □ button will consume two blocks to guard against an attack and allow you to escape a combo.

Gaining EXP

You gain experience points and level up by dealing damage to your opponent's HP.

Title Menu

The Title menu will appear after you boot up the game.

The options below will appear on the Title menu. Select "NEW GAME" to start a new game, or "LOAD GAME" to continue playing.

■ NEW GAME

Select this to start a new game. First select whether to create new save data or transfer save data from "DISSIDIA FINAL FANTASY." (⇒ P.17) If you choose to create new save data, enter your player name, select your Play Plan options, and your subtitle language setting. Your Play Plan selections will influence the bonuses you earn. (⇒ P.36) Your player name, Play Plan options, and subtitle language settings can be altered later. (⇒ P.18) Once your settings have been confirmed, you can transfer the "DISSIDIA 012 Prologus FINAL FANTASY" data as well. (⇒ P.17) As soon as all your options have been confirmed the opening will play, followed by the tutorial. Once you complete the tutorial battles, you will be taken to the Start Menu. (⇒ P.18) The tutorial battles will differ based on your responses to some prompts, but you do not have to win to proceed.

■ LOAD GAME

Continue the game from where you left off.

■ EXTRAS

The following options are available within this menu.

< Data Install >

Data Install allows you to partially install game data to the storage media for faster load times. You can choose among three installation sizes: 492 MB, 574 MB, and 815 MB. The more you install, the more load times will be reduced.

< "Prologus" Data Transfer >

Your "Prologus" ("DISSIDIA 012 Prologus FINAL FANTASY") data can be transferred.

Transferring Save Data

You can unlock some items in the PP Catalog, as well as some player icons by transferring over your save data from DISSIDIA FINAL FANTASY. When selecting this option, you can either have your characters at the level they were at or start a game from level one. Only the save data found on your storage media for the titles listed below can be transferred over. The installed data for DISSIDIA FINAL FANTASY cannot be transferred over.

■ Transferring with "NEW GAME"

Selecting to transfer the following data will earn you a special accessory.

- "DISSIDIA FINAL FANTASY"

■ Transferring in either "NEW GAME" or "EXTRAS"

Selecting to transfer the following data will unlock a special Assist Character.

- "DISSIDIA 012 Prologus FINAL FANTASY"

Start Menu

Start Menu

The Start Menu is a hub to various features. Press the △ button to enter Customization (⏵P.30) or the ○ button to enter the Title menu. (⏵P.16) The following options are selectable from the Start Menu.

■ STORY MODE ⏵P.20

Play through the tales of warriors chosen by Cosmos and Chaos.

■ BATTLE MODE ⏵P.22

Play through battles with various setting options.

■ COMMUNICATIONS MODE ⏵P.24

Use the PSP® system's wireless LAN (ad hoc) to connect to other players and battle or exchange Friend Cards with them.

■ PP CATALOG

Exchange PP you have received for options and bonuses in the game.

*This feature becomes available after obtaining a set amount of PP.

■ COLLECTION ⏵P.28

Create or play Original Quests, watch and edit battle replays, or enjoy various data you have collected.

■ DATA CONFIG

Change your player name and Play Plan. You can also review and alter Story Mode difficulty settings, Battle Mode, Party, Friend Card, and Original Rules. You can also export your Friend Card to your storage media. (⏵P.27)

■ OPTIONS

Change or view the following settings.

Battle Style	Set the battle control scheme.
Battle Information	Set what information is displayed during battle.
Story Mode CPU Strength	Set CPU opponent's behavior.
Movie at Battle Start	Set the length of battle intro movies.
Lock-on at Battle Start	Lock onto opponents when matches begin.
Quickmove Indicator	Display arrows indicating where Quickmove is possible.
Lock-on Cursor Display	Display a cursor that locks onto the opponent.
Target Indicator	Display arrows indicating the opponent's location.
BGM	Turn background music on or off.
SFX	Turn sound effects on or off.
Voice	Turn character voices on or off.
Character Control	Toggle the functionality of the analog stick and directional buttons.
Camera: Vertical Control	Set camera vertical axis control.
Camera: Horizontal Control	Set camera horizontal axis control.
Camera Auto-Follow	Turn camera auto-follow on or off.
Camera Sensitivity	Set the speed of camera movement.
Camera Angle	Set the camera angle.
Skip All Cutscenes	Turn skip cutscene option on or off.
Play Plan Notification	Turn on or off the notifications of Play Plan bonuses that display after battle.
Battle Voice Subtitles	Turn battle voice subtitles on or off.
Subtitles	Turn cutscene subtitles on or off.
Subtitle Language	Set language for subtitles.
Save Battle Replays	When set to ON, pressing the □ button at the end of a battle allows the battle's replay data to be saved.
Data Management	Save or delete game data.
Data Install	Set whether or not to access installed data. (⏵P.17)
Battle Tutorials	View battle tutorials.

Story Mode

Advancing the Story

In Story Mode, you advance through the game by playing as a warrior and exploring gateways found throughout the world.

1. Select a Chapter

First select a tale to play through. Only one option will be available at first, but playing through the story will unlock new tales and scenarios.

2. Explore the World Map

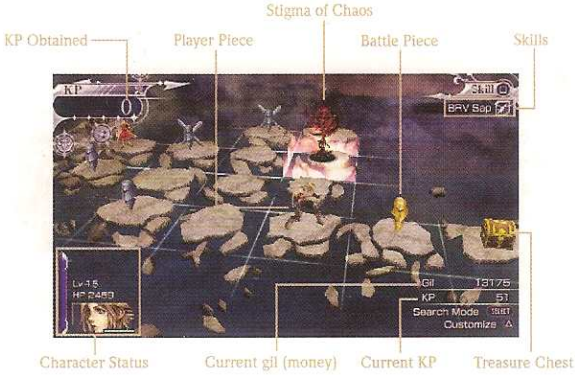
Once you select a chapter, you'll be taken to the world map. Here, explore the map to find a gateway. You will come across treasure chests, orbs that empower you when attacked, moogles who accept KP in return for items, and enemies on the field. To quit the game, press the START button and choose "Save and Quit." Loading the Save data will return you to where you left off in the story.

3. Enter a Gateway

There are two types of gateways: those with red entries that must be entered to progress the story and those with blue entries that do not affect story progression. Stand in front of an entry to see the gateway's name and conditions. Conditions such as KP Chance (ways to obtain KP), Original Rules, and skills that are enabled/disabled will be shown. For gateways with a bonus line, using a character whose level is below the bonus line will merit you extra KP. Press the ⊗ button after reviewing the conditions to enter the gateway.

4. Moving Within a Gateway

The following information is shown within a gateway.



Move your player piece across the board to reach the Stigma of Chaos. Move next to a treasure chest to gain its contents or move adjacent to a battle piece to engage it in battle. If you can't progress or want to stop playing, press the START button to bring up the pause menu and select "Exit Gateway" to escape.

5. Battle ▸ P.12

Engaging a battle piece will display the enemy and rewards. Press the ⊗ button to proceed to the battle loading screen, which displays the enemy's stats and equipment. Winning a battle will merit rewards and return you to the gateway map. Take note that your HP is not replenished after completing a battle. If you lose a battle, select "Retry" or "Flee." Selecting "Flee" will return you to the prebattle conditions.

Battle Mode

Battle Mode Menu

Battle Mode allows you to customize fights with various settings. The following options are available within this menu.

■ Quick Battle (1-on-1)

Take part in 1-on-1 battles. You can change the various settings after selecting your character and the CPU opponent. After selecting the stage and CPU strength, select "Enter Battle" to begin your match. You can gain rewards like EXP and gil if you win.

■ Quick Battle (Party)

Use a party of up to 5 characters to engage in party battles. You can change the various settings after selecting your and the CPU opponent's parties. Besides selecting a stage and CPU strength for every battle, press the ▢ button to change the battle format, or press the R button to change each character's job on the Battle Settings screen. Select "Enter Battle" once done to begin fighting. Winning battles will earn every member of your party rewards such as EXP and gil.

■ Arcade Mode

The following types of battle are available in Arcade Mode for quick access to action, but do not earn you any EXP or AP. Modes allowing you to select a character have the options of "Preset," where characters with preset customizations and levels are used, or "Custom," where you use characters that you have customized.

< Quick Mode >

A mode of consecutive battles where all settings and characters are chosen at random. Win 3 consecutive battles to earn a prize.

< Standard Mode >

Select a character to face 5 random opponents. Win all battles to earn a prize based on the difficulty you selected.

< Time Attack >

Purchase this option in the PP Catalog after progressing through the Story Mode. You will face 10 opponents in timed matches. The quicker your time, the better the prize.

■ Labyrinth

Progressing through Story Mode unlocks this game mode in which you explore an expansive dungeon by selecting various cards to earn items, level up, face foes, and gain allies. Items you have earned in Story Mode are not usable in this mode, and you cannot take items obtained within the Labyrinth with you upon your departure. However, certain Labyrinth items can be brought in and taken out of the Labyrinth.

Communications Mode

Communications Mode Menu

You can use the Communications (ad hoc) Mode to engage in battles against other players or to exchange Friend Cards. The following options are available in this menu.

■ Online Lobby ▸ P.25

Take part in a 1-on-1 online match.

■ Group Battle ▸ P.26

Take part in online matches with up to 9 other players.

■ Friend Cards

You can view Friend Cards you've obtained through online matches or Communications, and export Friend Cards to your storage media. You can have up to 25 Friend Cards in your possession. If any more cards are obtained, older cards will be deleted. Card data can be locked in order to protect them from being deleted. Up to 9 cards can be locked.

■ Artifacts

This option allows you to view, rename, and sell artifacts you have obtained. Artifacts are special items only obtainable through Communications Mode.

■ Communications ▸ P.27

Use Communications (ad hoc) Mode to trade Friend Cards or original quests, or export them to your storage media.

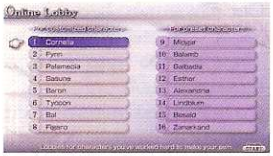
Cautions About Communications Mode

Any information you enter may be exchanged with other players. You should refrain from entering personal data or any information that could be deemed inappropriate.

Online Lobby

Follow the steps below to begin a battle.

1. Select a room



Entering the online lobby will display a list of rooms. There are two types of rooms: those using only preset characters and those that use characters customized by you. If you wish to battle a specific user, make sure to enter the same room. Up to 16 players can enter a single room. You will automatically exchange Friend Cards with all the users in a room upon entering.

2. Select an opponent

You will be taken to the Battle Settings menu once you either select an opponent to challenge in battle or accept a challenge. Set various settings in this menu such as the stage and rules. You can also battle against a ghost player if a ghost has been set to a Friend Card.

3. Begin fighting ▸ P.12

Select "Enter Battle" to begin your match.

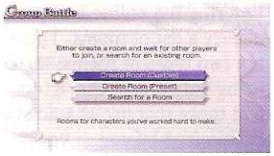
Communications Mode

Group Battle

Follow the steps below to begin a multiplayer match.

1. Create a room

One player must become a "Host" and create a room. There are two types of rooms: those using only preset characters and those allowing customized characters.



2. Enter a room

Enter and wait for other players to enter the room until the player capacity is met. Next, select a party to join. The battle format is decided by the Host player.

3. Begin fighting ▸ P.12

Battles are 1-on-1 affairs, while players not fighting are watching the battle. Players can exit viewing a match by simultaneously pressing the L button + R button + SELECT button + START button. However, this disconnects you from Communications Mode, and when one player disconnects, all other players are forced out as well.

Communications

The following options are available in this menu:

■ [Player Exchange] Send Friend Card

You can send your Friend Card data to friends and receive their Friend Cards and original quest data by putting your PSP® system into sleep mode while in ad hoc mode. You can obtain PP based on the number of people you exchange cards with. You can receive up to 16 Friend Cards at a time, while you can give out as many of your Friend Cards as often as you like. You can edit your Friend Card data from the Data Config option found on the Start Menu. (▸ P.18)

■ [Player Exchange] Send Original Quest

You can send your original quest data and receive other player's quest and Friend Card data by putting your PSP® system into sleep mode while in ad hoc mode. You can obtain PP based on the number of people you exchange quests with. You can receive up to 16 Original Quests at a time, while you can give out as many copies of your Original Quest data as often as you like. Original Quests can be created by selecting "Creation" in the Collection menu. (▸P.28)

■ Import a Friend Card

This option imports Friend Card data on your storage media to your Friend Cards list.

Collection Menu

The following options are available in this menu:

■ Creation

Use elements from "DISSIDIA 012 FINAL FANTASY" to create your own original story.

< Original Quest >

Original Quest is a feature to create your own scenarios and battles. Quest data is obtainable from the "Trade/Import" menu (▶ P.27) or trading data with a friend directly.

Create New Quest	Start creating an Original Quest.
Edit Quest	Edit saved Original Quest data.
Quest Select	Play through your own Original Quest or quests you have obtained.
Delete Quest Data	Deletes quest data saved to your storage media.

< Battle Replay >

Battle Replays are videos of your battles. Set "Save Battle Replays" to ON in the Options menu (▶ P.19) and then press the □ button after a battle to save the replay data.

Play/Edit Replay Data	Play back and edit battle footage you have saved. Press the SELECT button while viewing footage and press R + △ to take a screenshot. Saved screenshots can be viewed from the "Photos" option in the XMB™.
Convert to AVI	Converts and saves battle replay data as an AVI file. Videos can be viewed from the "Videos" option in the XMB™.
Delete Replay Data	Deletes saved battle replay data on your storage media.

■ Museum

As you progress through the story, there will be a growing collection of information you can peruse in the Museum.

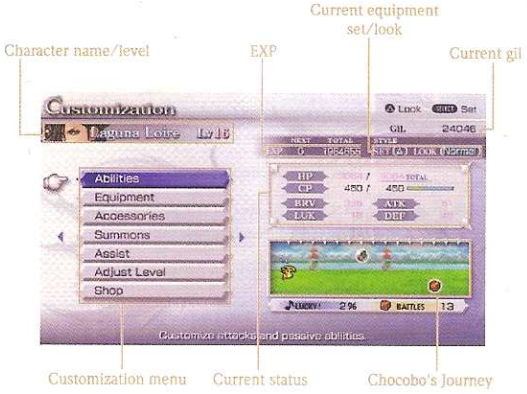
Theater	View cutscenes from Story Mode.
Jukebox	Listen to music and character voices.
Character Files	View details on the characters.
Summon Compendium	View details on the summons.
Player Icons	View the icons used for Friend Cards in your possession.
Records	View various records of your battles.

Customization

Character Select Menu

Select a character to begin customizing them. Press the SELECT button to change sets and press the □ button to change the character's look.

Customization Menu



Chocobo's Journey

While you are playing, your chocobo journeys through the Customization menu.

■ Chocobo's Progress

Your chocobo moves one notch forward for each battle you win, but is reset once a day. Whenever the chocobo eats a gysahl green or is in a good mood, there will be a bonus to your EXP. If he arrives at a treasure chest, you may receive a reward. The number of battles required to reach a treasure chest can be found in the lower right corner of the window.

■ Play Plans and the Chocobo's Journey

The time it takes your chocobo to find a treasure chest depends on your Play Plan. For the Casual Gamer, the journey is short; for the Hardcore Gamer, it is longer.
A longer journey yields rare rewards, but the Play Plan data resets once a day. Think of how much you might play in a day and set your Play Plan accordingly. Remember, your Play Plan data is reset every time you make any changes.

Customization

Customization Menu

The following options are available in this menu:

■ Abilities

Use this menu to equip abilities to use in battle. Simply learning an ability does not allow you to use it right away; remember to equip an ability you wish to use. There are two types of abilities: offensive abilities which deal damage, and basic abilities that are effective by simply equipping them. Capacity points (CP) are required to equip any ability. Abilities used in battle will earn you ability points (AP). Once you earn the maximum AP for any ability, you have "mastered" that ability, allowing you to enable it with fewer CP.

■ Equipment

Use this menu to equip weapons and armor. View the status changes on the left side of the screen while selecting equipment. Selecting "Optimize" will automatically equip items for optimal strength.

■ Accessories

Use this menu to equip accessories. Extra accessory slots can be purchased through the shop. (⇒ P.34)

■ Summons

Use this menu to equip summons. Every summon has a limit to the number of times it can be used before it needs to be recharged. By setting reserves, you can automatically equip a fresh summon while one is recharging.

■ Assist

Use this menu to select an Assist Character to aid you in battle. The assist attack details will display once you select a character. In Story Mode, an Assist Character is predetermined, so the character you select in this menu will usually not be reflected.

Customization

Adjust Level

Select this to temporarily decrease your level. This feature is used to meet the bonus line conditions in Story Mode. (▸ P.20)

Shop

This option becomes available as you progress through Story Mode. You can buy or sell items and increase your ability and accessory slots through the shop. You will need sufficient gil to purchase items. For items marked with the TRADE icon, you will not only need gil, but also the designated items or accessories.

Accomplishments

Accomplishments are special conditions in battle that reward you with special items upon completion. There are various conditions such as clearing a chapter in Story Mode or the number of battles fought. You will automatically receive the reward once you complete an accomplishment.

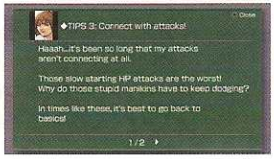
Battlegen

Performing certain feats, such as inflicting a Bravery Break or connecting with an HP attack, occasionally causes you to generate special accessories during battle. This is called Battlegen. This menu allows you to view the accessories you can obtain and the conditions to create them.

EX Mode

Check the skills and effects that are available while in EX Mode.

Battle Tips



View various information, hints, and tricks to help in battle.

Play Plan

Review and change your Play Plan in this menu.

Calendar ▸ P.36

Selecting this will take you to the Calendar menu.

Options ▸ P.19

Select this to make various adjustments to game settings.

Calendar / Mognet

Calendar

Use this menu to see the current date and your Bonus Day.

■ Bonus Day

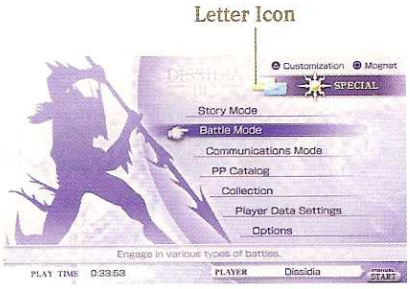
This is a day when you earn bonus AP, PP, gil, and EXP through battles. You can change your Bonus Day in the Data Config option, but the new Bonus Day will not occur until the following week.

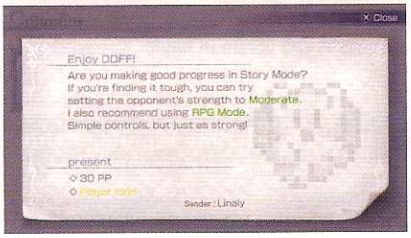
■ Other Days

Besides the Bonus Day, there are other days when you receive other parameter boosts. You can increase these values and their frequency by unlocking them from the PP Catalog.

Mognet

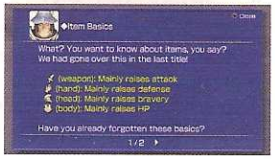
You will receive letters from moogles as you play the game. A letter icon will appear on the Start Menu to indicate that you have received a letter, and entering the Calendar will allow you to read these letters. Some letters ask for you to reply. The contents of subsequent letters will depend on your reply, and you may receive a nice surprise if you get the conversation going.





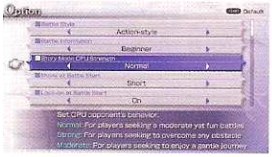
Hints

Some Helpful Advice



When you see the "START" icon on the lower right, press the START button to bring up the help manual. The help manual explains the menu you are in with great detail. You can also view battle and control tips in the "Battle Tutorial" of the Options menu or the "Battle Tips" in the Customization menu.

When You're Stuck in Story Mode

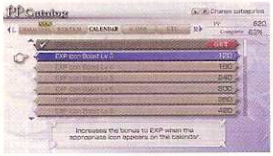


If you're having a hard time winning battles and progressing through Story Mode, go into the Options menu and change the "Story Mode CPU Strength" settings. Changing this setting will not affect the rewards you obtain in battle.

Having a Hard Time Winning Battles?

Try fighting against a weak CPU opponent in Battle Mode if you're having a hard time winning battles. You gain EXP in Battle Mode as well, so you'll be able to strengthen your character while practicing. Players who are not accustomed to action games should try using the RPG Mode commands, too.

Collect PP and Expand Your Game



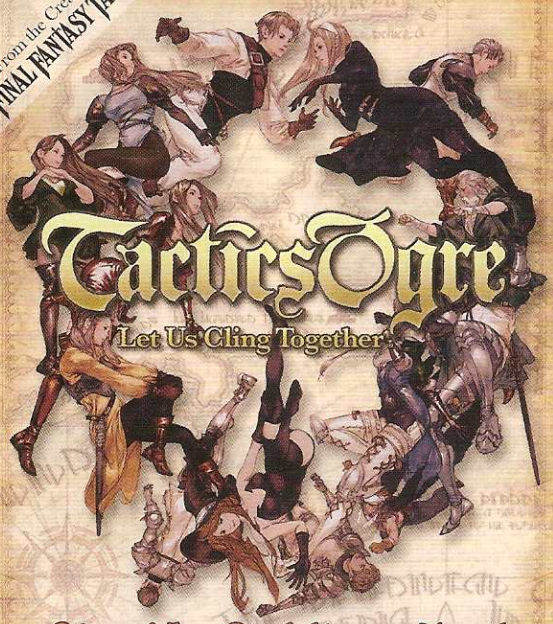
You earn PP throughout the game. You can use PP to expand various elements of the game through the PP Catalog. For instance, leveling up your character can be made easier by increasing the frequency and value of bonus icons in the calendar.

Try Out RPG Mode

Setting the "Battle Style" to "RPG Mode" within the Options menu allows players to enjoy battles by using simplified controls, making their character act semi-automatically. The following commands are used when Battle Style is set to RPG Mode:

Move (△ button)	Keeps distance from foe while heading for EX Cores and collecting EX Force.
Fight (○ button)	Automatically moves and uses a bravery attack.
Finisher (□ button)	Automatically moves and uses an HP attack.
Defend (✕ button)	Blocks and dodges opponent's attacks.
Toggle Commands (R button)	Toggles command menu. Use a Summonstone with the "Summon" command or enter EX Mode here. Hold the R button and L button to use "Flee" and move away from the opponent.
Toggle Commands (L button)	Brings up the "BRV Assist" command to use a bravery assist attack and "HP Assist" command to use an HP assist attack.

From the Creators of FINAL FANTASY TACTICS



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